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Maxiwell Luo

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Education	University of Illinois at Urbana-Champaign Bachelor of Science, Computer Science + Master of Computer Science	Urbana-Champaign, IL Aug. 2017 – May 2021
	Hinsdale Central High School Valedictorian	Hinsdale, IL Aug. 2013 – May 2017
Relevant Courses	Operating System Design; Distributed Systems; Operating System Security; Applied Cryptography; Advanced Computer Security; ML for Sys, Networks, & Security; Machine Learning; Computer Security II; Applied Parallel Programming; Interactive Computer Graphics; Programming Languages and Compilers; Algorithms; Top Down Video Game Design; Game Dev Process; Communication Networks; Computer Security I; Algorithms & Models of Computation; UI Design; Probability and Statistics; System Programming; Applied Linear Algebra; Numerical Methods I; Computer Architecture; Data Structures	
Work Experience	8i, Software Engineering Intern — Developed features for an internal MPEG-DASH player to support the company's proprietary mesh, video, and audio codec including seek, caching, and adaptive bitrate selection using the C++ Qt Framework	Chicago, IL May 2020 – Aug. 2020
	Eagle Seven, Software Development Intern — Wrote software to calculate network performance metrics of high-frequency trade engines — Improved the automation, comparison, and real-time tracking capabilities of the performance testing framework through InfluxDB and Grafana to drive future development	Chicago, IL May 2019 – Aug. 2019
	Fermilab, Application Development and Systems Analyst Designed and developed a modern web application in Angular to interface with an instrument calibration database	Batavia, IL May 2018 – Aug. 2018
	Fermilab, Software Intern Using C, implemented and analyzed the effectiveness of data compression algorithms for use in data collection during experiments	Batavia, IL June 2016 – July 2016
	HackIllinois Cooperated in a team to implement a desktop drawing/messaging application modeled on the DS software PictoChat in Python	Urbana-Champaign, IL Feb. 2018
Projects	neuralMario Implemented a NEAT algorithm to create an AI that could play Super Mario World	Hinsdale, IL May 2017
Activities	CS 126 Software Design Studio, Teaching Assistant — Lead code reviews to instruct students on best coding practices — Managed the lectures page for the course website	Urbana-Champaign, IL Jan. 2021 – May 2021
	CS 225 Data Structures, Teaching Assistant Lead discussions with students to foster educational dialogue concerning the use of data structures in computer science	Urbana-Champaign, IL Aug. 2020 – Dec. 2021
	UIUC SigPWNY — Collaborated with peers to teach one another computer security topics and techniques to exploit security vulnerabilities — Competed in in-house and national CTF competitions	Urbana-Champaign, IL 2017 – 2020
Skills	Proficient in C/C++, Java, Python	
	Intermediate knowledge of Verilog, HTML/CSS, Javascript (Angular), InfluxDB, Grafana, Unity, Unreal Engine, WebGL, Android app development, Qt Framework, Chinese	
	Basic skills with Rust, OCaml, x86 Assembly, Japanese	